5 billion lives will end on Judgment Day and The War Against the Machines will begin. Terminate the T-1000... or it's hasta la vista, baby!

You can change history- if you believe in no fate

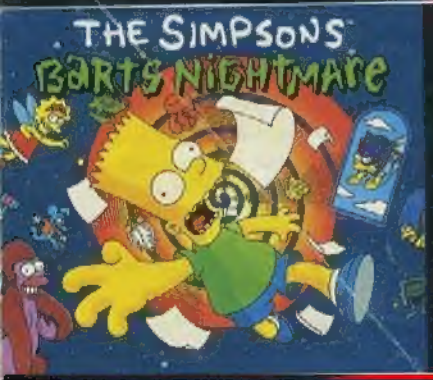
Blast open the T-1000 like a tin can with your 10 gauge shotgun

When Spider-Man teams up with the X-Men, you know there's trouble... especially when the villainous Arcade has revenge on his mind!!!

SPIDER-MAN X-MEN ARCADE'S REVENGE

Web-slinging, wall-climbing action required to get out of this mess

Wolverine's razor-sharp Adamantium claws slice through this thug-in-a-box



If you've got too much homework, do what Bart does - go to sleep instead! Join "Bart's Nightmare" and zoom through the sky as Bartman, enter the world of Itchy and Scratchy, battle Homer Kong and more!

The Blue Demon is no match for you in the Temple of Maggie

Bartzilla's not just big and green... he's angry!

THE SIMPSONS™ BART'S NIGHTMARE

Acclaim entertainment, inc.

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING

Please read the enclosed consumer information & precautions booklet carefully before using your Nintendo Hardware system or game pak.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo

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Hard working little fella that he is, Bart has accepted the responsibility of completing his homework assignment on time....even if it means staying up all night in order to do so. Problem is, that about 15 minutes into this worthwhile educational exercise, Bart crashes out face first on his desk. As night falls, a dream filled sleep envelops him...whoa mama! Something stranger than strange begins happening...

His homework papers fly out the window and Bart jumps out after them....into a strange, yet fairly familiar, parallel universe. An eerie wind is blowing. Mail boxes are crawling across the road. Magic wand toting Lisa Fairies are floating through the air. Blinkie, the three-eyed fish, is swimming up and down the sidewalk. Oh, man! This is no dream.... this is a nightmare. Bart's nightmare.

The only hope for escape from these semi-surreal surroundings is to locate the homework papers scattered aimlessly around Windy World and challenge the fantastic Other Worldly Worlds that these papers will transport you to. This is Bart's imagination gone wild. This lad might be a bit dimwitted, but his imagination is certainly not lacking. These worlds are unbelievable and the challenge is unmatched. Don't forget this stuff was all dreamed up within the deprived little mind of a 10 year old boy gone wild.

At stake, is a future where you'll find yourself condemned to the 4th grade forever. You've got to locate and collect all of those pages. Your homework is meaningless unless it's complete. Sure, you'll probably get a bad grade anyhow, so what's the big deal? No Simpson ever achieved much...even when they tried their very best....but this time, it just might be different. Show 'em what you're made of, Bart. Go for the glory.....or at least a D-. Don't give up until you've traveled through your entire Nightmare. It's your brain that thought this stuff up, bud. It may have no link to reality and it may look like it's a lost cause, but what can you do but play it out. Go for it, man.

GETTING READY... FOR A NIGHTMARE!

LOADING

1. Make sure the power switch is OFF.

2. Insert the BART'S NIGHTMARE Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® MANUAL.

3. Turn the power switch ON.

You will then see Bart run across the screen, followed by the BART'S NIGHTMARE title screen, and, finally, Bart falling asleep at his desk. To jump directly to the Windy World, press the SELECT BUTTON or the START BUTTON at any time.

WINDY WORLD

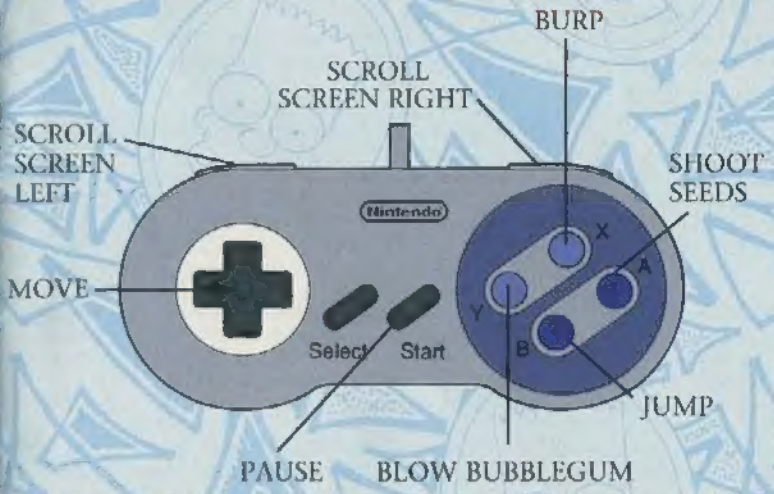
Bart's first stop, in the bottomless wading pool we call his mind, is Windy World. From here you can reach each of the 5 Other Worldly Worlds that hold the missing pages of homework. The trick is to discover how to deal with this wacked-out world before the moving mail boxes, three-eyed fish, rolling heads, and other odd stuff put an end to your sleep by stealing your supply of sleep "Z's"...leaving you wide awake with no homework and a big fat "F."

To survive Windy World, find bonuses..... rack up points..... and know what to trash. Check out the handy Windy World Guide on pages 6 + 7.

To escape Windy World, reach the doorways to the Other Worldly Worlds and get on with your quest to find the homework. Try anything! Do anything. Splat innocent passers-by with bubblegum. Spit watermelon seeds. Even change your physical appearance. Because in a dream, anything is possible.....and in a nightmare, the weirder it is....the more possible it becomes. Figure that out!

WINDY WORLD CONTROLS

Bart's controls are as follows:



(HOLD Y BUTTON & CONTROL PAD) MOVE BUBBLE AROUND

NOTE:

- **As a frog you can move and jump in any direction but you cannot shoot seeds or blow bubblegum. For an added bonus, try your leap frog skills over Blinkie!**
- **Riding the skateboard restricts you to moving UP or DOWN and to jumping.**
- **The control points remain, where appropriate, as above indicated for Bart.**
- **Burping clears the screen of enemies, but to do it you must first pick-up the soda can bonus (see Mail Box Bonuses on page 8).**
- **When your Z's are down to one or less— it's up to you to create the Z meter, the first two Z's you collect will act like "goal posts"; so make sure they're spaced far apart for one big Z meter!**

WINDY WORLD GUIDE

ITEM:	DESCRIPTION:	BAD NEWS:	GOOD NEWS:
MAIL BOXES	Collapse down and scurry across street.	Steals 1 "Z" each time it hits you.	Jump over it when it moves and it will turn into points or bonus pickups. (See Mail Box Bonuses on page 8).
HEAD OF STATUE OF JEBEDIAH SPRINGFIELD	Moves around at street level usually in packs.	Steals 1 "Z" each time it hits you.	Jump over it to win tons of points.
GRANDMA	Ambles around blowing kisses at you.	Each smacker from Grandma wipes out 10 points.	Grandma's kisses turn you back from a frog to Bart.
LISA FAIRY	Hovers around sprinkling fairy dust.	Fairy dust turns you into a frog.	Scare Lisa Fairies away with bubbles.
BLINKIE	Springfield's famous three-eyed fish swims up and down the sidewalk.	Steals 1 "Z" each time it hits you.	Get a "pillow" everytime you jump over Blinkie. Three times and you get an extra life in Windy World.
SCHOOL BUS	Speeds along the street in both directions.	Steals 1 "Z" each time it totals you.	
LISA'S SAX	Flys around blowing notes.		
MUSIC NOTES	Float on air.	Make you moonwalk.	Make you moonwalk .
BASKETBALL	Bounces around the side walk.	Steals 1 "Z" each time it hits you.	Jumping over it randomly reveals the skateboard.
PRINCIPAL SKINNER	Walks purposefully along the sidewalk.	Puts you in your suit and tie and firmly but fairly restrains any anti-social behavior.	Keeps you out of trouble—including losing your "Z's."
WALKING TV	Strolls in the street.	Steals 1 "Z" each time it hits you.	Shoot a seed at it and see what happens.
BLUE & RED "Z's"	Float around.	Hit a RED "Z" with your bubblegum and it will just burst the bubble.	Hit a BLUE "Z" with your bubblegum and if it floats up within the "Z" Bar, you gain an extra sleep "Z."
JIMBO & THE GANG	Hang together, dude!	Going with the gang slows you down.	You're in a gang with the really bad kids.
MUD PUDDLES	Appear in the middle of the street.	Getting hit by a puddle will slow you to a crawl.	Jumping in the puddle wearing your suit and tie turns you back into bubble blowing, seed spitting, troublemaker Bart. Jumping in the puddle in your normal duds saves you from turning slo-mo.
PILLOWS	Appear when you jumped Blinkie.		Three pillows equals a new supply of "Z's".

WINDY WORLD SCREEN

The following information appears on the screen.

MAIL BOX BONUSES

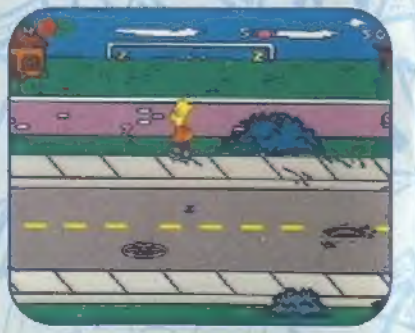
To help you exit Windy World, jumping over some of the moving mail boxes reveals crucial bonuses.

Watermelon: Adds 3 seeds to your supply.

Bubblegum: Adds 3 bubbles to your supply.

Soda Can: Gives you one really gross burp. **Sort of a "smart burp" or bomb.**

Question Mark: Points you in the right direction to find a page of homework. To pick-up a bonus after it is revealed, touch it before it floats out of reach.

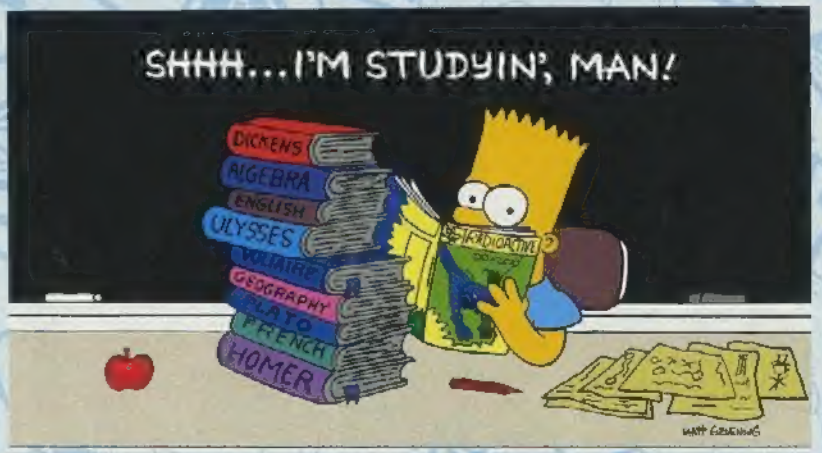


THE OTHER WORLDLY WORLDS PORTAL

Succeed in escaping Windy World and you will reach one of the Other Worldly Worlds' Portals. The two doors each lead to a different place.....And we do mean different.

To pick a door, press the appropriate LEFT or RIGHT CONTROL PAD ARROW.

NOTE: If you do not press either CONTROL PAD ARROW, you will automatically enter the left hand side door.



THE OTHER WORLDLY WORLDS

There is a total of five bizarre worlds. They contain homework as follows:

Bartzilla — 2 pages
The Temple of the Maggie — 2 pages
Bartman — 1 page
Itchy & Scratchy — 2 pages
Bart's Bloodstream — 1 page

To get each page, beat whatever challenge each World throws at you.

Once you bag the pages or wipe out in any World, you then return to Windy World. Your stock of seeds, bubblegum, and "Z's" will be the same as when you left. (including any bonus "Z's" you might have picked up.)

In any of the Other Worldly Worlds:

TO PAUSE, press the START BUTTON.

TO RESTART, press ANY BUTTON.

BARTZILLA

You breathe great balls of fire. Your eyes shoot deadly lasers. You are Bartzilla..."Crusher of Cities, Master of Motorists"! To get the first page of homework, demolish everything in sight—without being mercilessly slaughtered by jet fighters, helicopters, or tanks—and reach the radar truck. Its incredible shrinking beam will then reduce your size to that of an average giant mutant reptile.

Note:
• The more you devastate the city, the more points you get— as shown in the top right hand corner of the screen.
• Destroying certain buildings not only gives you points, it also clears the screen of enemies.

To get the second page of homework all you have to do is climb straight up the side of a towering skyscraper and grab it off the highest point of this building.

Forgot to mention a couple of things. As you climb as Bartzilla, the angry tenants of the building try to knock you off by dropping a wide variety of household items on your head. Then there's always the ever dangerous Momthra. A hit from this tremendous reject from a Japanese monster movie or a clunk on the head by a bowling ball or small appliance will both send you flying. Fall off the bottom of the screen and you're finished and transported back to Windy World. If, by some chance, you are lucky enough to make it all the way to the top.....there waiting for you to arrive is the Mighty Homer Kong. You've read the book....you've seen the movie.....trust me....they won't help. This is one mean monkey and he's not going anywhere without a fight.

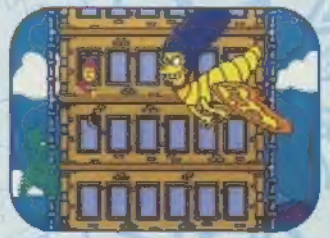
CITY CRUSHING CONTROLS

TO SHOOT FIRE BALLS STRAIGHT AHEAD	press the RIGHT CONTROL PAD ARROW.
TO SHOOT FIRE BALLS AT THE BUILDINGS ON BARTZILLA'S LEFT	press the UP CONTROL PAD ARROW.
TO SHOOT FIRE BALLS AT THE BUILDINGS ON BARTZILLA'S RIGHT	press the DOWN CONTROL PAD ARROW.
TO SHOOT LASERS STRAIGHT AHEAD	press the X BUTTON.

TO SHOOT LASERS AT THE RAILWAY TRACKS	press the A BUTTON.
TO SHOOT LASERS DOWNWARD	press the B BUTTON.
TO STAND STILL	press the LEFT CONTROL PAD ARROW.

CLIMBING CONTROLS

TO CLIMB	press the UP CONTROL PAD ARROW.
TO MOVE LEFT or RIGHT	press the appropriate LEFT or RIGHT CONTROL PAD ARROW.
TO SCROLL UP THE SCREEN	press the DOWN CONTROL PAD ARROW.

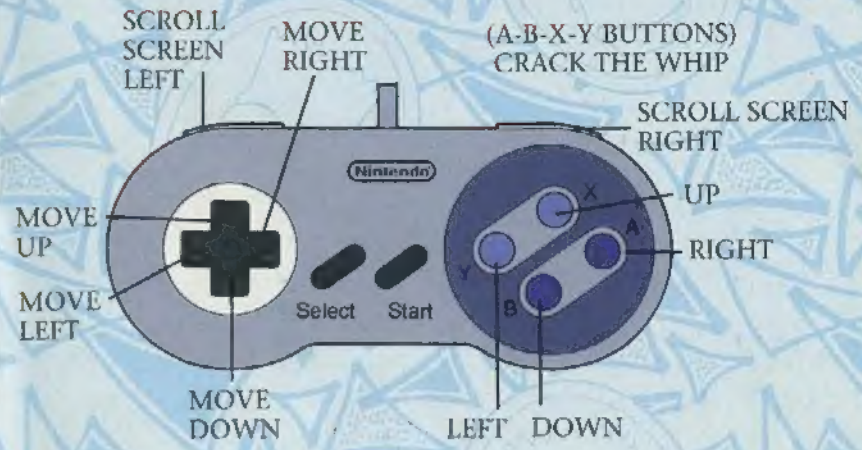


THE TEMPLE OF MAGGIE

In the deepest, darkest corner of the Springfield Rain Forest stands the Temple of Maggie. Within its ancient and majestic walls, hidden dangers threaten the life of the famous hunter of rare and precious homework, Idaho Simpson! The very stones in the floor may give way at any moment. Yucky, drool covered pacifiers fly through the air heading straight at you and hideous, bizarre demons track your every move. But Idaho must reach the end or Bart will flunk "Big Time!"

Fortunately, you have help. Your trusty whip will fend off troublesome Blue Demons and Golden Eggs will be available throughout the level for you to pick up. These eggs allow you an extra attempt if you should happen to get shoved in the lava under the floor. But watch out! If the egg snatching vulture finds you messing with "her" eggs, she'll take off with you in her clutches. Best of all, tiny flames will appear on the stones that are most likely to crumble and give way if you happen to step on them. Take some time to take a look before you leap. So fear nothing, Idaho. The homework is as good as yours!

TEMPLE CONTROLS



TO PICK UP GOLDEN EGGS, touch them.

TEMPLE SCREEN

The Temple of Maggie game play information appears on the screen as follows:

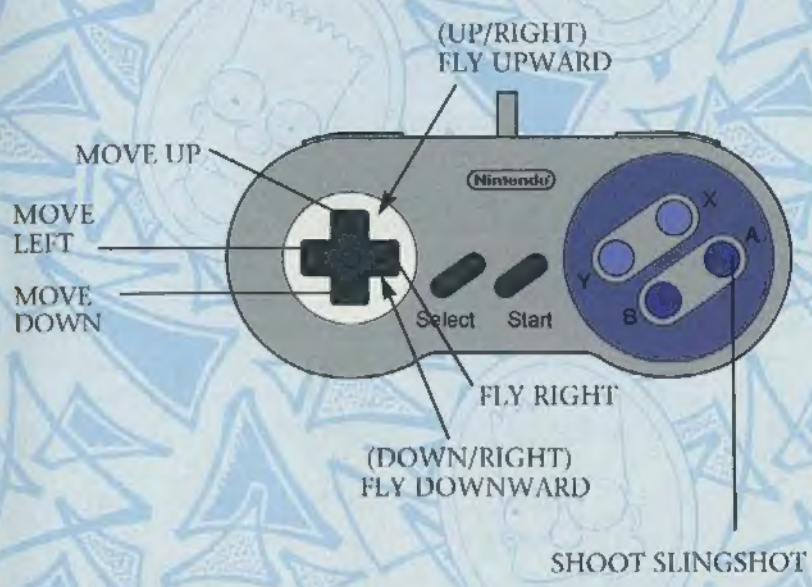
BARTMAN

Holy cumulous nimbus, Bartman. The skies are awfully crowded today.

Fire your high powered slingshot to blast missiles and pesky paper airplanes out of your path. Use your amazing flying skills to avoid lightning strikes and clouds of radioactive gas. And when the Boss Meter warns of incoming trouble, get your super hero powers ready to do battle with the likes of Sherri and Terri, Monty Burns, Barney Grumble, Smithers and many more. I agree, it doesn't sound like one of the most dangerous line ups of evil characters ever put together, but don't take them too lightly. That silly Pink Elephant possesses a weapon like you've never seen before and Burns could easily match the Red Baron when it comes to "dog fight flying skills".
But if you're as good as they say you are, you'll be able to put away these super villain impostors and fly away with another page of homework.

BARTMAN CONTROLS

The controls for Bartman are as follows:



TO PICK UP BONUSES, touch them.

TO CONTROL THE DISTANCE OF YOUR SLING SHOTS, vary how long you press the A button.

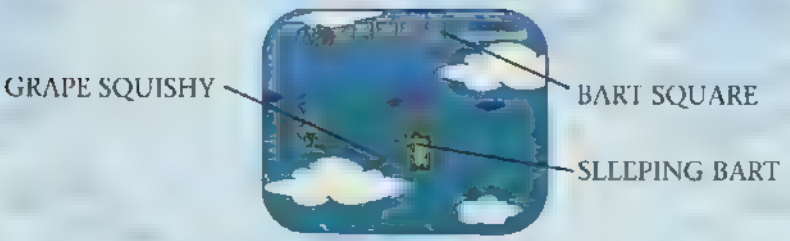
BARTMAN SCREEN

The Bartman game play information appears on the screen as follows:

NOTE: The Boss Meter only appears when a boss enemy is about to enter the screen. The interior of the square shows the boss's energy level. Your successful hits will gradually shrink the interior until, when the boss is defeated, it disappears entirely.

BARTMAN BONUSES

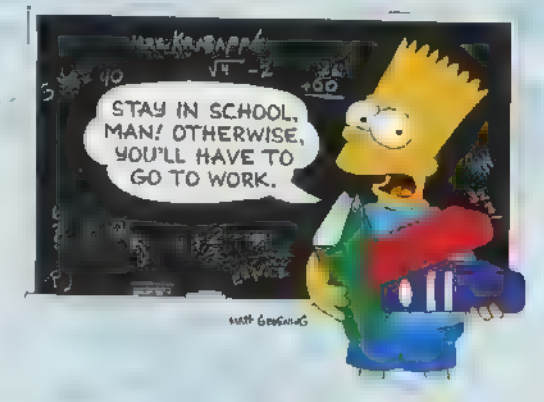
To get extra energy, catch the delicious Grape Squishies Apu drops from his flying carpet or that may appear after you blow up Krusty Balloons. Nab a Bart Square to get an extra life or a Sleeping Bart to pick up an extra "Z" in Windy World.



ITCHY & SCRATCHY

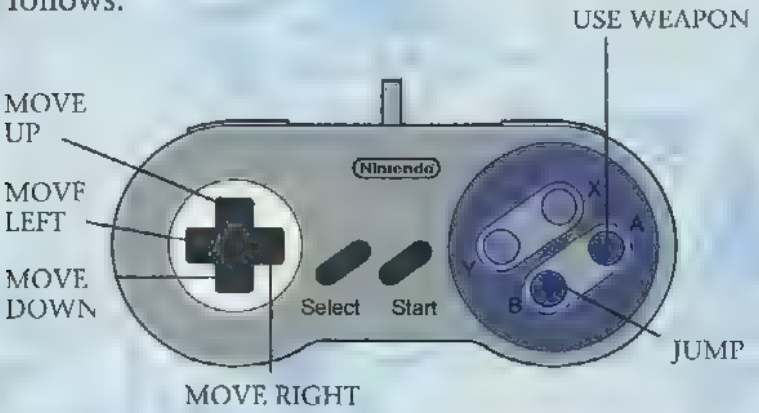
Those fun loving cartoon characters, Itchy and Scratchy, are back with the best of their hilarious slapstick antics. Only instead of trying to slice, roast, or skewer each other, they're after you—with all their usual madcap weapons like carving knives, bazookas, and flame throwers, along with crazy household hazards, like exploding light bulbs, eye-shooting portraits, and vicious vacuum cleaners.
But you too can enjoy the fun! Dart-guns, mallets, soda cans, and fire extinguishers lie all over the house. Grab them to crush cats, splatter rats, and terminate telephones!

Two pages of homework are hidden in the house. Find 'em fast or star in the mischievous duo's new cooking special, Meat Tenderizing Can Be Fun!



ITCHY & SCRATCHY CONTROLS

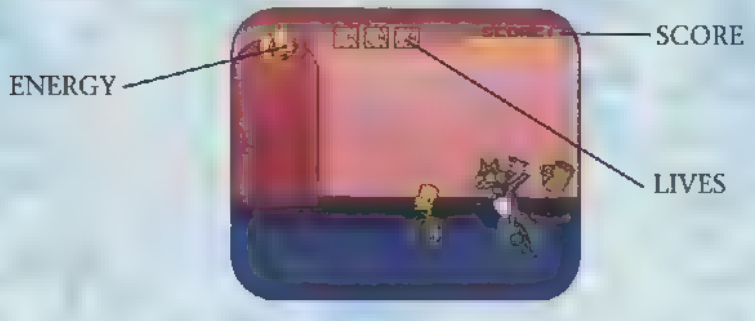
The controls for Bart vs. "Itchy & Scratchy" are as follows:



To pick-up a weapon or homework, touch it.

ITCHY & SCRATCHY SCREEN

The "Itchy & Scratchy" game play information appears on the screen as follows:



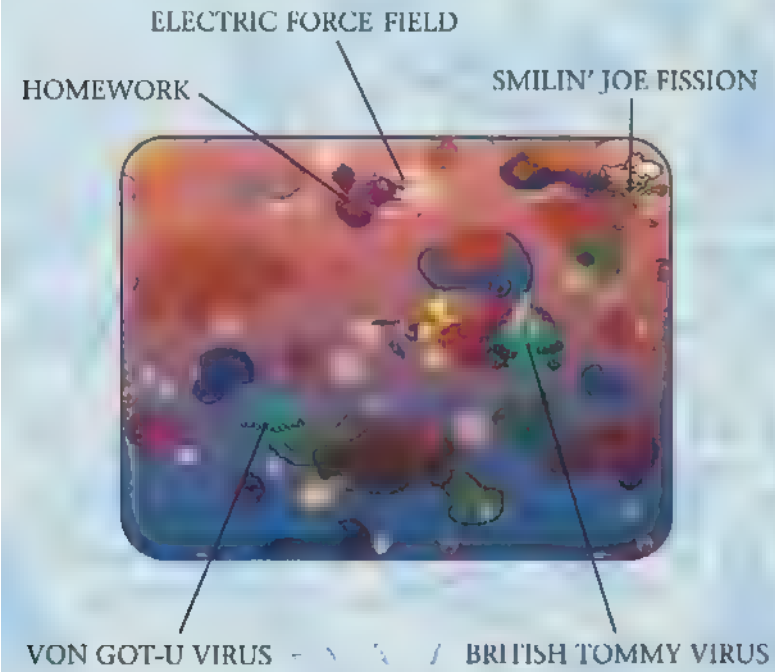
BART'S BLOODSTREAM

You think you've seen weird before? Wait 'till you take a look at this level.

You're floating inside your body, in the bloodstream no less, looking for another page of the missing homework assignment. Actually, you can see it. ..you just can't get to it because it is being held within a spinning circular force field that, by the way, can eventually be eliminated by coming in contact numerous times with your old friend, Smilin' Joe Fission. (Have I lost you yet?) Now, in addition to all of this, there are two types of lethal viruses traveling around in the bloodstream as well. They are busy waging war on anyone or anything that crosses their paths. To combat these guys, you have to blow them up with your hand pump, but don't go running off thinking that this is an easy thing to do. Because a shot from the round helmeted British Tommy Virus or a stab from the pointed Von Got-U Virus and you're finished. End of story.

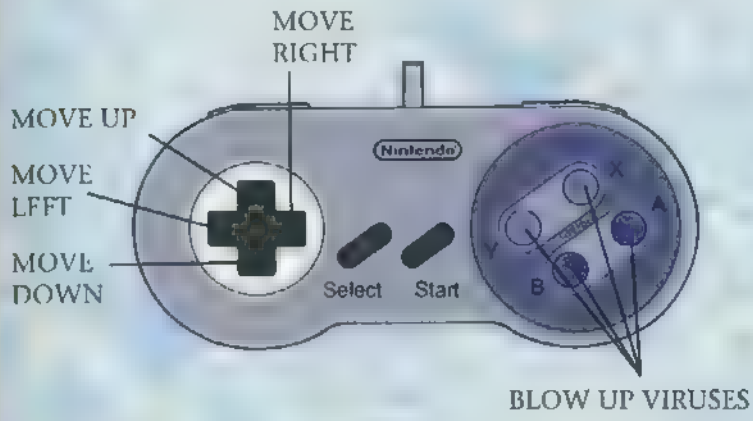
BART'S BLOODSTREAM HANDBOOK

The creatures lurking inside Bart and the game play information are as follows:



BART'S BLOODSTREAM CONTROLS

The controls for Bart are as follows:



TO EXPLODE SMILIN' JOE, touch him.

TO STICK A VIRUS, touch him with your Power-Pumper.

Note:

• You must stick the viruses before you can blow them up.

• Once you stick a virus you cannot release the Power-Pumper until you have blown up the virus.

CATCH SOME "Z's" TO GET AN "A"

(A Boy Needs His Sleep.)

From Windy World where the every day becomes a bizarre event to the Other Worldly Worlds where bizarre is normal, Bart faces the ultimate of challenges...his own nightmare. It is his active little mind that is dreaming this stuff up. He has no one to blame here.

Bartzilla, Momthra, The Temple of Maggie, Itchy with a flame thrower, Scratchy with a Bazooka, Lisa with her magic wand that can turn him into a frog; this is all his idea. These are his thoughts. This is his nightmare. If he wakes up he might just have to experience it all over again sometime, so the best thing to do is just "catch some Z's", stay asleep as long as you can and work your way through this nightmare once and for all.

It's time to go for that "A+" — or at least trying to pass...The higher your score the better your grade so rack up the points!

WINDY WORLD	POINT VALUES
Mail Box Star	10
Hitting Opponent with Seed	20
Slow Skateboarding	10
Fast Skatebording	100
Cupcakes	50
Jumping Jebediah Heads	60
Stomping Slime Puddle	75
Gumming Grandma	80
Gumming Skinner	100
Gumming Jimbo	120
Blasting TVoid	200
Getting a TriFi	250
Collecting a Page of Homework in a Sub-World	5000
Getting Caught with the Bad Crowd	40

BART'S BLOOD STREAM	
Popping Germ #1	50
Popping Germ #2	75
Popping Germ #3	100
Popping Germ #4	125
Popping Germ #5	150
Grabbing Smilin' Joe Fission	500
Penalty for Being Poked	-10
Penalty for Letting Joe Slip By	-25

TEMPLE OF MAGGIE	
Advancing Further (by Column)	25
Whippin' Devil	10
Grabbing Egg	100
Surviving Shooting	1000
Penalty for Being Poked	-25

BARTZILLA CITY CRUSHING	
Tanks, Helicopters or Jets	25
Train	500
Stomping Nuclear Power Plant	300
Stomping IRS Building	200
Burning Misc. Buildings	100
Penalty for Being Hit by Helicopter	-25
Penalty for Being Hit by Jet Shells	-50

BARTZILLA CLIMBING	
Penalty for Falling	-30
Defeating Homer Kong	2000

BARTMAN	
Rockets	100
TNT Winglets	100
Nelson on the Hang Glider	200
Twins' Balloon	200
Barney & the Pink Elephant	200
Smither's Blimp	500
Burn's Bi-Plane	1000

ITCHY & SCRATCHY	
Vacuum Cleaner	100
Itchy	100
Scratchy	100
Itchy & Bazoola	100
Scratchy & Flame Thrower	200
Chef Itchy	200
Chef Scratchy	200
Chef Itchy & His Throwing Knife	200
Basement Furnace	2000
Furnace FlameMan	1000

LIMITED WARRANTY

Acclaim warrants to the original purchaser only of this Acclaim software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Acclaim software program is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses of damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect.

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Acclaim Entertainment, Inc., 71 Audrey Avenue, Oyster Bay, NY 11771

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the Super NES with respect to the receiver.
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

BART'S NIGHTMARE

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3 billion lives will end on Judgment Day and The War Against the Machines will begin. Terminate the T-1000... or it's hasta la vista, baby!

You can change history- if you believe in no fate

Blast open the T-1000 like a tin can with your 10 gauge shotgun

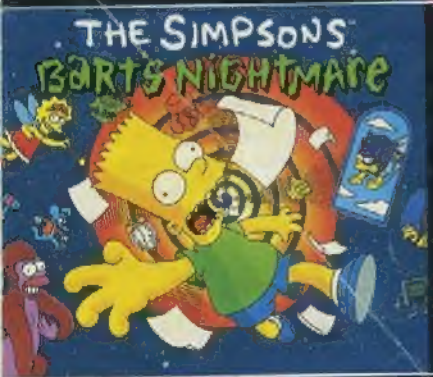
When Spider-Man teams up with the X-Men, you know there's trouble... especially when the villainous Arcade has revenge on his mind!!!

SPIDER-MAN X-MEN

ARCADE'S REVENGE

Web-slinging, wall-climbing action required to get out of this mess

Wolverine's razor-sharp Adamantium claws slice through this thug-in-a-box



If you've got too much homework, do what Bart does - go to sleep instead! Join "Bart's Nightmare" and zoom through the sky as Bartman, enter the world of Itchy and Scratchy, battle Homer Kong and more!

The Blue Demon is no match for you in the Temple of Maggie

Bartzilla's not just big and green... he's angry!

SUPER NINTENDO ENTERTAINMENT SYSTEM

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